

Too Seng Wei(Too)

Taipei, Taiwan
Malaysia citizen

hitoo.co
sengweitoo@gmail.com
github.com/weiweitoo
+886 0905667842 / +6 0167592559

EDUCATION

- Bachelor of Computer Science (Hons), Multimedia University (MMU), Malaysia. CGPA 3.46/4.00
- Deep Learning, a 5-course specialization by deeplearning.ai on Coursera. Certified in May 2019

EXPERIENCES

Research Intern	AIU Lab, Academia Sinica Taiwan	April' 2020 - Present
<ul style="list-style-type: none">- Working on novel deep learning model (Generative Adversarial Network) for Computer Vision task		
Research Assistant	ViprLab, Multimedia University	Jun' 2019 - Feb' 2020
<ul style="list-style-type: none">- Build deep learning model using BERT and LSTM for Natural Language Understanding task		
Part-time Project Lead Developer	Axvel	Apr' 2019 - Nov' 2019
<ul style="list-style-type: none">- Led Front-end team and built a Single Page Application for a Courier Delivery Website- Lead Developer and in charge of rebranding and expansion of core product- Bringing modern software development techniques such as CI/CD and Microservice		
Part-time Full Stack Developer	BotAhead	Jun' 2018 - Dec' 2018
<ul style="list-style-type: none">- Full-stack development for multiple SPA, including Currency Exchange System and Skill Sharing Marketplace		

PROJECTS

Open Source Contributor	
<ul style="list-style-type: none">- Contributed to a civilian-led NGO, Open Promises Malaysia. Weekly/bi-weekly submitting Pull Request to codebase	
[Natural Language Processing] Sentiment Analysis	github.com/weiweitoo/airline-twitter-sentiment
<ul style="list-style-type: none">- Perform Sentiment Analysis on US Airline Twitter Data on Kaggle Challenge using ULMFiT.- Well-trained models get 86% accuracy.	
[Machine Learning] Poker-21 Game AI Agent	github.com/weiweitoo/easy21-rl
<ul style="list-style-type: none">- A reinforcement learning agent that learn to play a poker-21 game in a controlled environment using Q-Learning- Well-trained agents are able to get around 60% of winning rate versus rules-based bot.	

HONOUR & AWARDS

Pos Aviation Hackathon 2019 - 2nd Runner Up
<ul style="list-style-type: none">- Real-time AR navigation app with AI chatbot aim to provide the best end-to-end experience for passenger in Airport
Fusionex Data Challenge 2019 - 2nd Runner Up
<ul style="list-style-type: none">- Analyse the given dataset, followed by the demonstrate how explored data can be used to solve real-life problems
VR Hackathon 2018 Finalist
<ul style="list-style-type: none">- Built a prototype on how VR can create a convenient experience to oversee real-world factory machines system
Malaysian Computing Challenge (MCC) 2016 Silver Award
<ul style="list-style-type: none">- Annual online competitive programming competition by Malaysian Informatics And Programming Society

LANGUAGES & TECHS

- Tech: Python(Flask, TensorFlow, PyTorch), CSS3 (SCSS), MongoDB, MySQL
JavaScript(VueJS, ReactJS, NodeJS), PHP (Laravel),
Unity3D(C#), CapRover, Heroku, Docker
- Human: English, Chinese, Malay, Taiwanese

ADDITIONAL EXPERIENCES

President of Hackerspace MMU(Aug' 2019 - Dec' 2019) - Community-operated, where people share their interest in tinkering with technology, meet and work on their side projects while learning and sharing with each others.

Vice President of IT Society MMU(Jun' 2017 - Jun' 2018) - The official club for Faculty of Computing and Informatics in MMU.

Director of 3 Days of Code 2018(Apr' 2018) - Programming Contest and theme Hackathon for undergraduate students in Malaysia. Attracted a total 102 participants across Malaysia, and secured RM 11000 sponsorship.